

IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A gaming machine comprising:

a display unit configured to variably and statically display a plurality of symbols;

an electrical display provided above the display unit and configured to display a pay table in which a winning combination is associated with a predetermined prize to be awarded when the winning combination is formed; and

a controller configured to, when the winning combination is formed depending on a combination of the symbols statically displayed on the display unit, award a prize associated with the formed winning combination based on the pay table;

wherein the controller switches from displaying the pay table on the electrical display to a second pay table different from the pay table in an identical game, and when a winning combination is formed depending on a combination of the symbols statically displayed on the display unit, awards a prize based on the second pay table.

2. (Original) A gaming machine as set forth in claim 1, further comprising a translucent electrical display provided in front of the variable display unit

3. (Original) A gaming machine as set forth in claim 1, further comprising:

a game controller for generating a special game state which gives an advantage to a player based on a predetermined condition; wherein,

the translucent electrical display executes shielding control for making at least a part of the variable display unit invisible to the player during the special game state, based on a prescribed condition.

4. (Cancelled)

5. (Cancelled)

6. (Original) A gaming machine as set forth in claim 1, wherein the electrical display displays an image for decorating the gaming machine.

7. (Original) A gaming machine as set forth in claim 3, wherein the translucent electrical display displays an image according to a game state while executing the shielding control.

8. (Original) A gaming machine as set forth in claim 3, wherein the translucent electrical display executes the shielding control to indicate an advantageous way of operating the gaming machine to the player.

9. (Currently Amended) A gaming machine as set forth in claim [[5]] 1, wherein the controller switches from the pay table to the second pay table by changing the predetermined prize associated with the winning combination.

10. (Currently Amended) A gaming machine as set forth in claim 9, wherein the controller ~~changes winning probabilities of the winning combination~~ switches from the pay table to the second pay table by changing a winning probability of the winning combination in the pay table, the winning probability of the winning combination in the pay table being different from a winning probability of the winning combination in the second pay table.

11. (~~C~~urrently Amended) A gaming machine as set forth in claim ~~[[5]]~~ 1, wherein the controller ~~s~~witches from the pay table to the second pay table according to game states.

12. (~~N~~ew) A gaming machine as set forth in claim 1, wherein the pay table and the second pay table are configured to be displayed on the electrical display based on pay amount data of winning combinations stored in a ROM.